

L Number	Hits	Search Text	DB	Time stamp
1	425	(463/49-57).CCLS.	USPAT	2004/02/23 11:42
2	1	(463/\$.ccls. or 273/\$.ccls.) and (light with proof) and gun	USPAT	2004/02/23 11:43
3	0	(463/\$.ccls. or 273/\$.ccls.) and (light-proof) and gun	USPAT	2004/02/23 11:44
4	114	game and (light-proof) or (light with proof) and gun	USPAT	2004/02/23 11:44
5	4	game and ((light-proof) or (light with proof)) and gun	USPAT	2004/02/23 11:44
6	46	(463/\$.ccls. or 273/\$.ccls.) and gun and filter with light	USPAT	2004/02/23 11:49
7	97	gun and light with proof	USPAT	2004/02/23 11:50
8	4	gun and light with proof and game	USPAT	2004/02/23 11:50
9	5	gun and light with proof and toy	USPAT	2004/02/23 11:50
10	7	gun and light with proof and (game or toy)	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/02/23 11:51
11	72	gun and light with opaque and (game or toy)	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/02/23 11:51
12	51	gun and light with opaque and (game or toy) and @ad<=20000627	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/02/23 11:54
13	1179	gun and light with (ambient or external) and @ad<=20000627	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/02/23 11:54
14	56	gun and light with (ambient or external) and @ad<=20000627 and game	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/02/23 12:00
15	24	gun and light with (shield) and @ad<=20000627 and game	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/02/23 12:00
16	37	gun and light with (shield\$3) and @ad<=20000627 and game	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/02/23 12:00